

Modeling Water



Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- Crystal Clear - can be tinted
- Self leveling
- Won't Crack or Yellow

Cons

- Strong Odor
- Requires level sealed surface
- Must mix thoroughly per instructions

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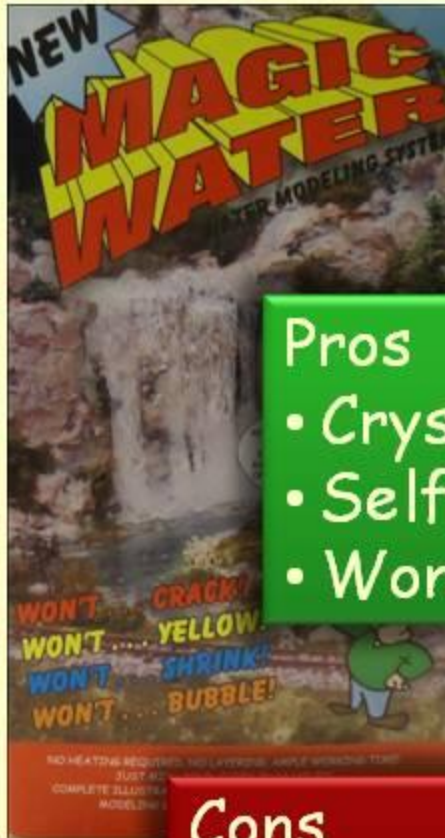
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Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- Crystal Clear - can be tinted
- Self leveling
- Won't Crack or Yellow

Cons

- Creeps up embankment
- Requires level sealed surface
- Must mix thoroughly per instructions

There's
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ket for
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Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- No mixing, just melt & pour
- No odor

Cons

- Already has a yellow tint
- Cracks over time with temp changes
- Lots of surface tension
- Have to use heat gun to get rid of bubbles



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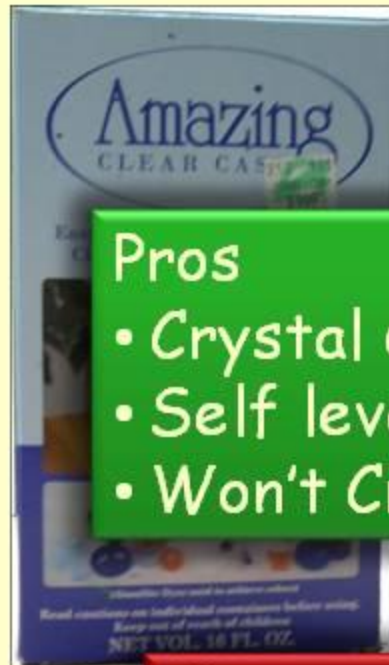
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Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- Crystal Clear - can be tinted
- Self leveling but thicker than Envirotex
- Won't Crack or Yellow

Cons

- Creeps up embankment
- Must mix thoroughly per instructions

There's a lot to choose from when it comes to modeling water. Each have their Pros and Cons

Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- Goes on white so you can see where you've been
- Generally holds shape to create ripples
- Dries clear
- Can add to other water, Plexiglas, or painted surface

Cons

- Need other media for waterfalls
- Doesn't work for deeper water

There's a lot of different ways to model water. Each have their Pros and Cons

Modeling Water



There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Pros

- No mixing, just pour it on
- Self levels

Cons

- Need to work surface tension

There's several different products on the market for modeling water. Each have their Pros and Cons

Modeling Water



Alright, let's get started!
Here's the demo module we used for
the foam scenery clinic

Modeling Water

Raw Umber for
the surrounding
ground

A dark blue for
the shallow water

A Tan color for
the waters edge

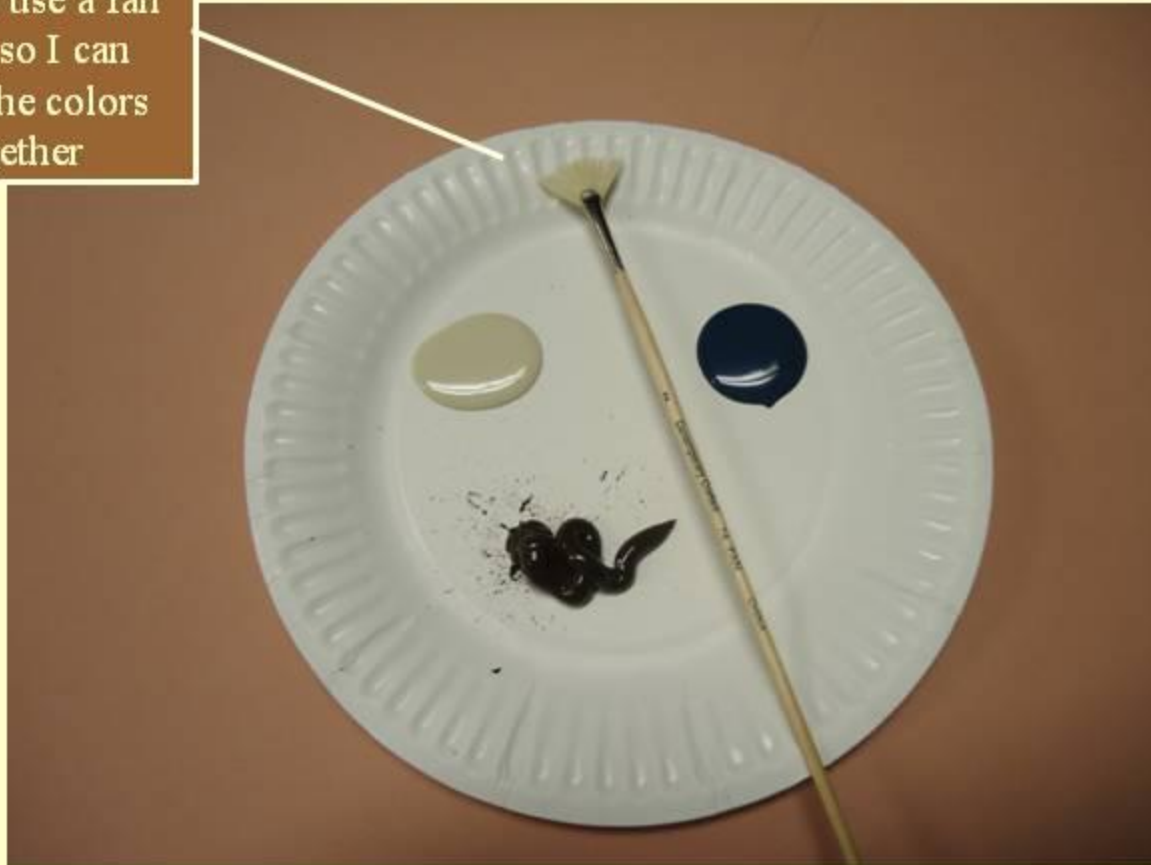
Black for the deep
water



First we need to color the white plaster to represent
water

Modeling Water

I like to use a fan brush so I can blend the colors together



Squirt a blob of each color on a paper plate pallet and get your brush ready

Modeling Water



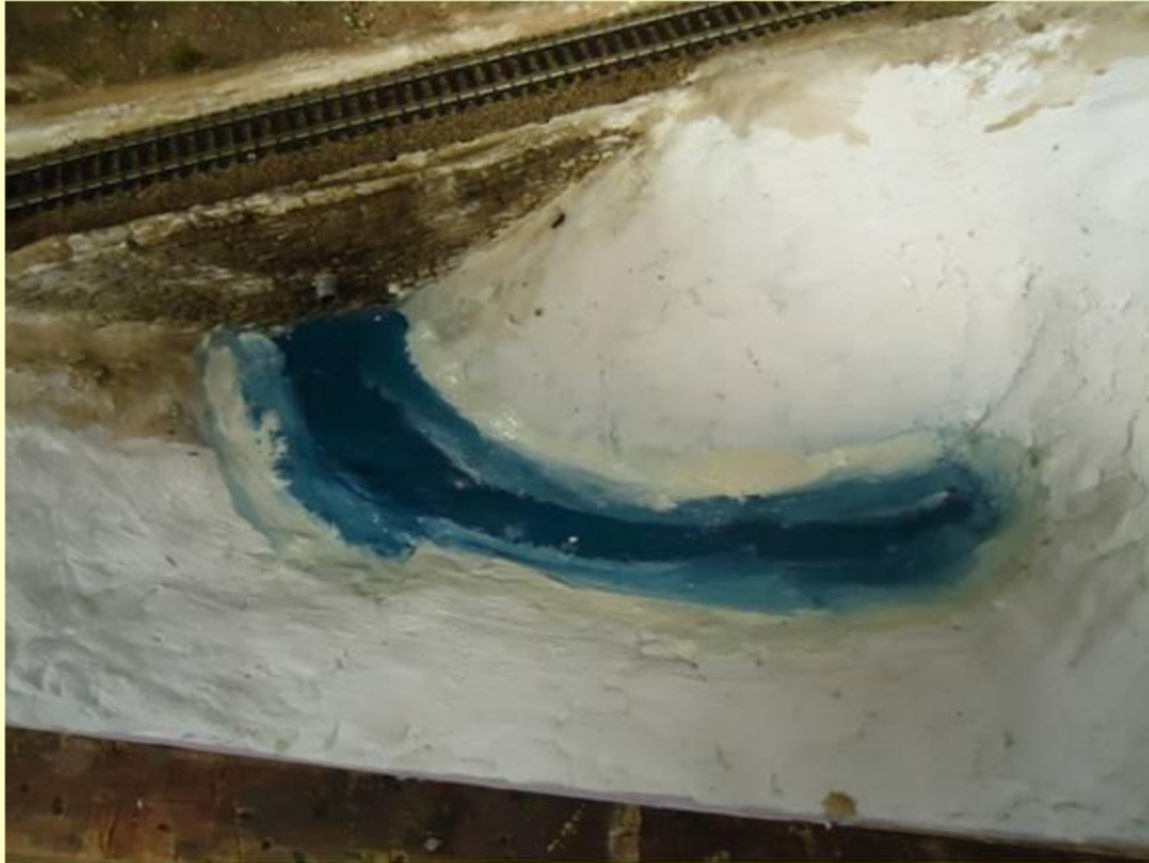
Wet down the river bed so the paint will flow

Modeling Water



Now paint the basic water color over the entire area

Modeling Water



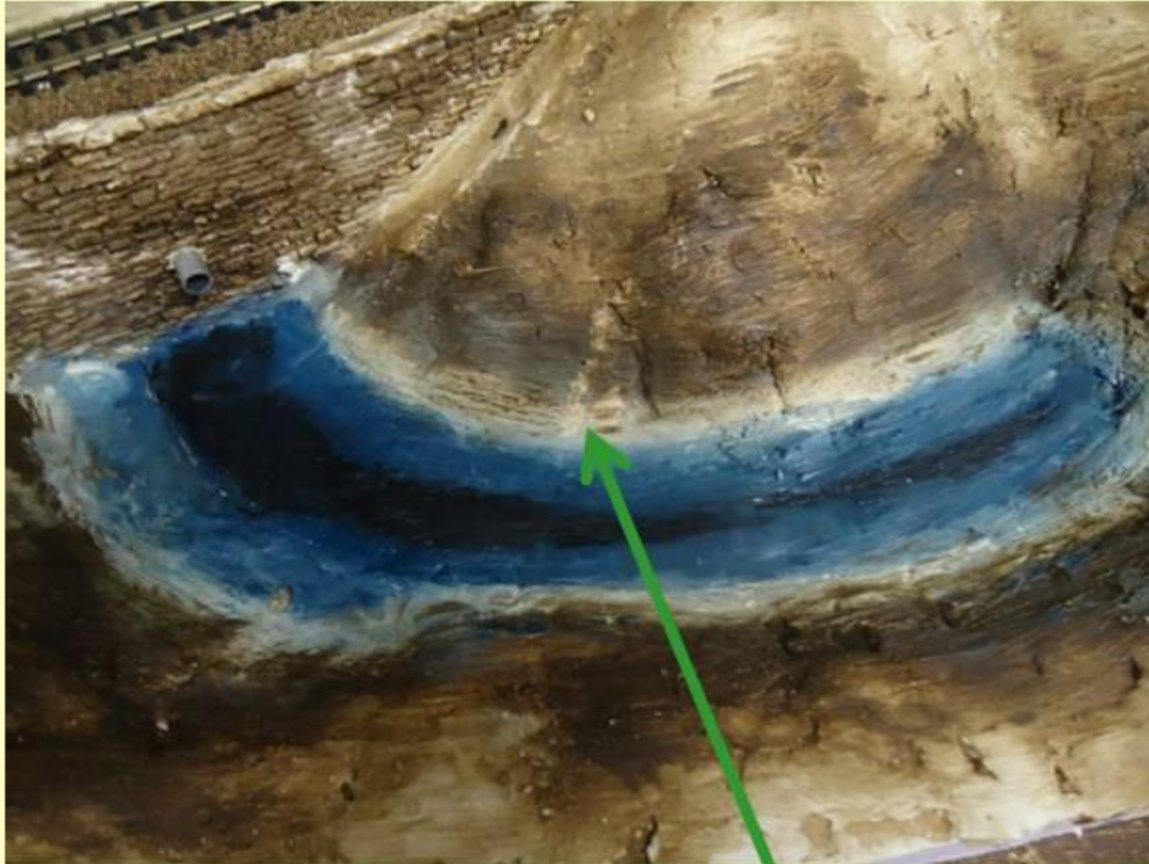
Then use your tan "beach" color to blend in a shoreline while the blue is still wet

Modeling Water



Then use your black to blend in the deeper water again while the blue is still wet and your earth brown to blend the surrounding area into the shoreline tan

Modeling Water



Now you can apply a little dry brush blending to soften any hard color edges

Modeling Water



Let the paint and glue dry
over night before pouring
the water!

Now add some detail, logs, trash, rocks, etc

Place these along the shoreline and glue them down

Modeling Water



Here I've poured equal amounts of both parts per instructions

With the scene totally dry it's time to gather your "water" materials together

Modeling Water



Now pour Part "B" into
Part "A"



Then mix according to
instruction

Modeling Water



Then simply start pouring into the center of the intended water area

Continue to spread the resin as it pours to cover the whole area



Modeling Water

OK,
there's a
drain pipe
in this
scene, we
should
have some
water
coming out
of it!

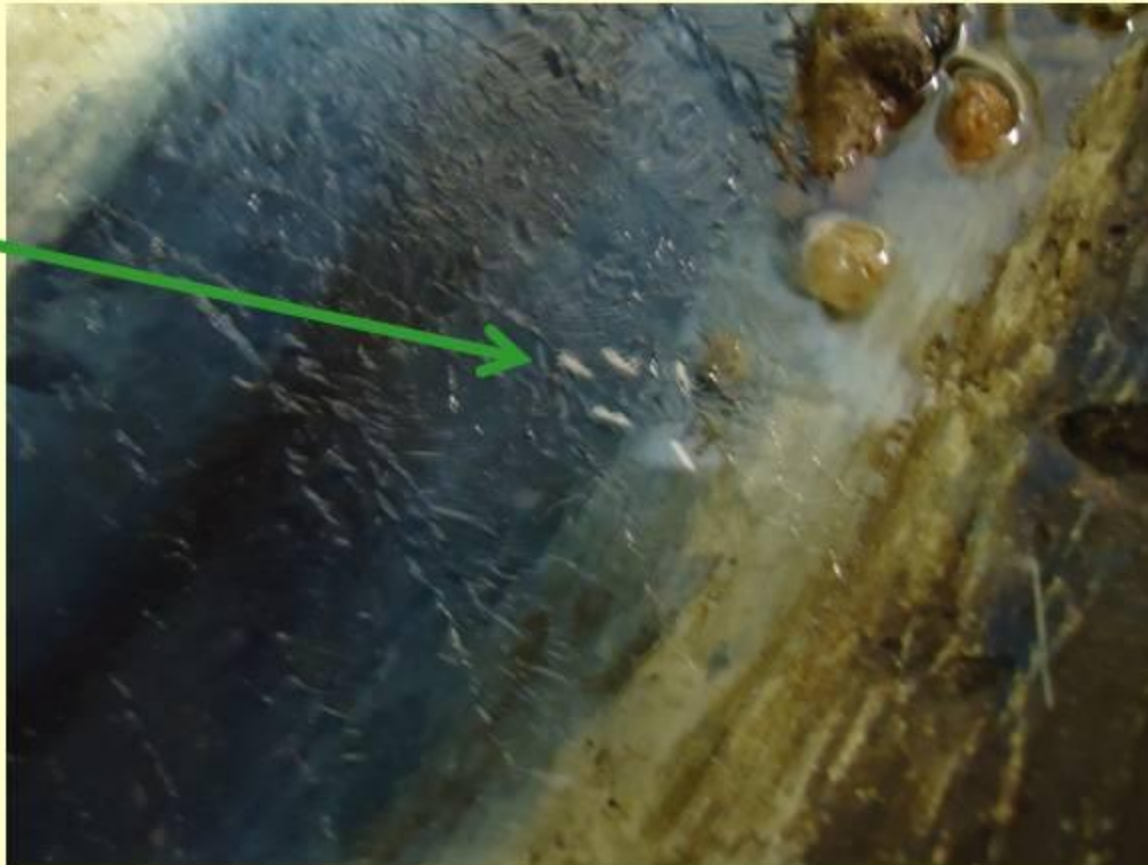


Except for
the
occasional
surface
tension, work
these with a
toothpick

Here's the entire area covered, notice how it self
levels

Modeling Water

These
were
made from
.010 x .030
styrene
cut about
1/8" long
and
trimmed to
a fish
shape



Only pour
part way up
the first
time then
add the fish
to top of
that before
pouring the
rest of the
water level

If you're really into it, you can add fish between layers
of resin

Modeling Water

It's used in sewing to bond two materials together



So I went searching for another media to carry the falling water and I found this

I've used "Angle Hair" for things like this in the past but you can only find it at Christmas time

Modeling Water



And when I
poured the
resin over it

So I experimented with it on a waterfall mockup

Modeling Water

When that was completely dry I mixed up a small batch of resin and then drizzled it on



I then added a little dab of cotton at the bottom to simulate the water splash

I was satisfied so I cut a small section and glued it to the pipe and the water surface with ACC

Modeling Water

This is a thick gel paint that goes on white, holds it's shape, and dries clear



Glossy Mat Medium to the rescue!

Well we can't have a glassy lake surface when you've got water pouring into it, that causes ripples!

Modeling Water



Begin with a small, flat brush and dab on the gloss medium forming circles around where the drain water contacts the lake

Modeling Water



Continue out until you start hitting the bank on either side

Modeling Water



Then use the fan brush to flatten out the waves as they get farther away from the ripple source

Modeling Water



Here's what it looks like when the gloss medium dries
and turns clear

Modeling Water

apply some
vertical
streaks to
the falling
water and
some
splashes at
the bottom



So grab your
off-white
paint and a
fan brush
and using a
"dry brush"
technique

That's all well and good but running water like this isn't
totally clear but has some white streaks

Modeling Water

Begin by drilling some 1/8" holes where you want the plants to be. Remember the "things in odd numbers" rule!



We'll use Woodland Scenics field grass and their application tool to achieve this

Now let's add some vegetation along the waters edge

Modeling Water

When the glue is dry, trim the grass and clean up the loose ends

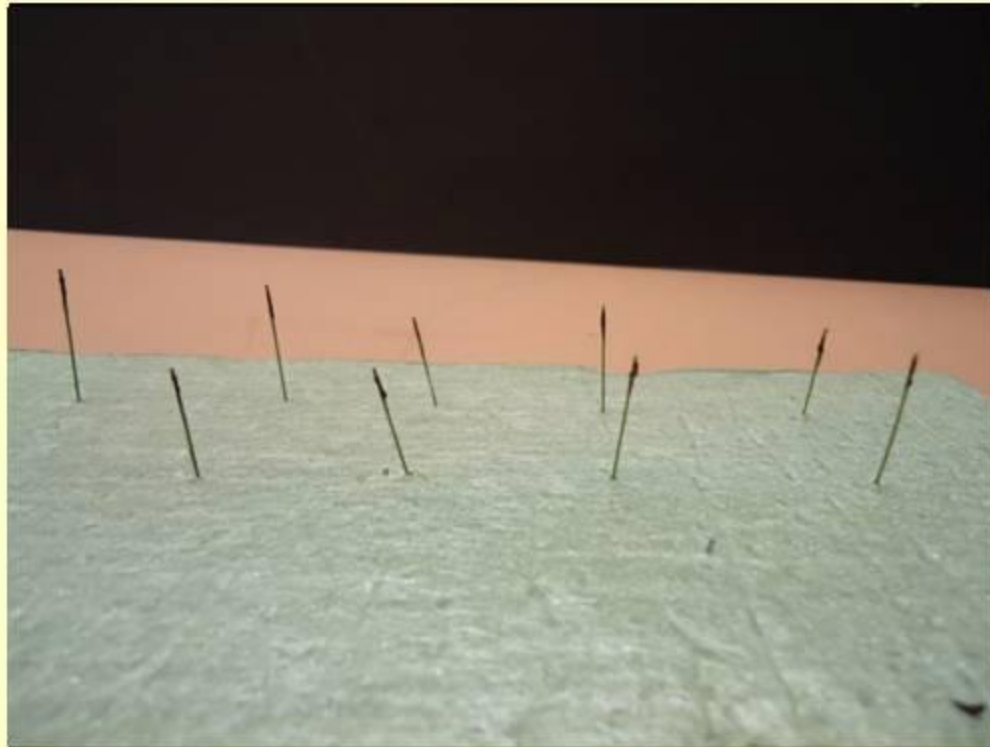


You can vary the colors of field grass to add a little character to the scene

Then put a dab of white glue in the holes and insert the field grass using the application tool

Modeling Water

Then cut the wire into 1.5" or so lengths and use a thick brown paint to apply the thick part of a cattail



Take a length of wire or styrene and paint it a limy green. Here I used .019 steal wire but brass or even .020 styrene rod would work too

But wait, we're not done yet!

Modeling Water



Then stick these into the middle of your bushes and we're done, right?

Modeling Water

Then smear
them on a
piece of
paper in
streaks



First, pick
out several
colors of
green, yellow,
and brown
paint

WRONG! Let's add some water lilies

Modeling Water

Then use
your hobby
knife to cut
small slits in
each one



In HO, I
used a 1/8"
copper tube
and
sharpened
one end then
used it with a
hammer to
punch these
out

When that's dry punch out small circles of the various
colors

Modeling Water

Then use the point of your hobby knife to pick up each lily and place it into the scene



Using a toothpick place a small dab of white glue where you want the lilies to go

Now lets place these in the water

Modeling Water

Then sprinkle
on your
ground cover.
You can
expect some
spill over on
the water
surface,
that's why
you don't
want any glue
there!



Start by
spreading
some 50/50
white glue
along the
shoreline
being careful
not to let the
glue go into
the water

It's now time to finish the surrounding terrain

Modeling Water



Then continue adding the rest of the terrain including grass, weeds, bushes, stumps and trees

Modeling Water



...and don't forget to rust the drainage pipe

Modeling Water



Here's some various water scenes for ideas

Modeling Water



Here's some various water scenes for ideas

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Here's some various water scenes for ideas

Modeling Water

So, are you ready to jump in?



Questions?